



```

BBBBBBBB      AAAAAA      SSSSSSSS      PPPPPPPP      000000      WW      WW      DDDDDDDD      RRRRRRRR
BBBBBBBB      AAAAAA      SSSSSSSS      PPPPPPPP      000000      WW      WW      DDDDDDDD      RRRRRRRR
BB      BB      AA      AA      SS      PP      PP      00      00      WW      WW      DD      DD      RR      RR
BB      BB      AA      AA      SS      PP      PP      00      00      WW      WW      DD      DD      RR      RR
BB      BB      AA      AA      SS      PP      PP      00      00      WW      WW      DD      DD      RR      RR
BB      BB      AA      AA      SS      PP      PP      00      00      WW      WW      DD      DD      RR      RR
BBBBBBBB      AA      AA      SSSSSS      PPPPPPPP      00      00      WW      WW      DD      DD      RRRRRRRR
BBBBBBBB      AA      AA      SSSSSS      PPPPPPPP      00      00      WW      WW      DD      DD      RRRRRRRR
BB      BB      AAAAAAAAAA      SS      PP      00      00      WW      WW      WW      DD      DD      RR      RR
BB      BB      AAAAAAAAAA      SS      PP      00      00      WW      WW      WW      DD      DD      RR      RR
BB      BB      AA      AA      SS      PP      00      00      WWW      WWW      DD      DD      RR      RR
BB      BB      AA      AA      SS      PP      00      00      WWW      WWW      DD      DD      RR      RR
BBBBBBBB      AA      AA      SSSSSSSS      PP      000000      WW      WW      DDDDDDDD      RR      RR
BBBBBBBB      AA      AA      SSSSSSSS      PP      000000      WW      WW      DDDDDDDD      RR      RR

```

```

LL      IIIIII      SSSSSSSS
LL      IIIIII      SSSSSSSS
LL      II      SS
LL      II      SS
LL      II      SS
LL      II      SS
LL      II      SSSSSS
LL      II      SSSSSS
LL      II      SS
LL      II      SS
LL      II      SS
LL      II      SS
LLLLLLLLLL      IIIIII      SSSSSSSS
LLLLLLLLLL      IIIIII      SSSSSSSS

```

BAS\$POWDR  
Table of contents

; BASIC double \*\* float routine L 10

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DECLARATIONS  
BAS\$POWDR - BASIC double \*\* float

```
0000 1 .TITLE BASSPOWDR ; BASIC double ** float routine
0000 2 .IDENT /1-001/ ; File: BASSPOWDR.MAR Edit:PLL1001
0000 3
0000 4
0000 5 *****
0000 6 *
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0000 24 *
0000 25 *
0000 26 *****
0000 27
0000 28
0000 29 **
0000 30 FACILITY: Basic Support Library
0000 31
0000 32 ABSTRACT:
0000 33
0000 34 This module contains entry points to support exponentiation
0000 35 (** or ^) in BASIC-PLUS-2 for DOUBLE ** FLOAT.
0000 36
0000 37 ENVIRONMENT: User Mode, AST Reentrant
0000 38
0000 39 --
0000 40 AUTHOR: P. Levesque , CREATION DATE: 5-Oct-81
0000 41
0000 42 MODIFIED BY:
0000 43
0000 44 : 1-001 - Original
```

```
0000 46          .SBTTL  DECLARATIONS
0000 47          :
0000 48          : INCLUDE FILES:
0000 49          :
0000 50          :
0000 51          :
0000 52          : EXTERNAL DECLARATIONS:
0000 53          :
0000 54          .DSABL  GBL                ; Prevent undeclared
0000 55          :                               ; symbols from being
0000 56          :                               ; automatically global.
0000 57          :
0000 58          .EXTRN  OTSSPOWDR          ; OTSS double ** float exponentiation
0000 59          .EXTRN  OTSSPOWDJ          ; OTSS double ** int exponentiation
0000 60          .EXTRN  BASSK_DIVBY_ZER    ; Divide by Zero
0000 61          .EXTRN  BASSK_ILLARGLOG    ; Illegal argument in LOG
0000 62          .EXTRN  BASS$STOP          ; Error reporting routine
0000 63          :
0000 64          :
0000 65          : MACROS:
0000 66          :
0000 67          :
0000 68          :
0000 69          : EQUATED SYMBOLS:
0000 70          :
0000 71          :
0000 72          :
0000 73          : OWN STORAGE:
0000 74          :
0000 75          :
0000 76          :
0000 77          : PSECT DECLARATIONS:
0000 78          :
00000000 79          .PSECT _BASS$CODE PIC, USR, CON, REL, LCL, SHR, -
0000 80          EXE, RD, NOWRT, LONG
0000 81
```

```

0000 83 .SBTTL BAS$POWDR - BASIC double ** float
0000 84 : **
0000 85 : FUNCTIONAL DESCRIPTION:
0000 86 :
0000 87 : This routine takes BASE ** EXP, using the following table
0000 88 : for unusual cases:
0000 89 :
0000 90 : BASE > 0 Call OTSS$POWDR, normal case.
0000 91 : BASE = 0, EXP > 0 Return 0.0.
0000 92 : BASE = 0, EXP = 0 Return 1.0.
0000 93 : BASE = 0, EXP < 0 Error: divide by zero
0000 94 : BASE < 0, EXP even integer Call OTSS$POWDJ with -BASE
0000 95 : BASE < 0, EXP odd integer Call OTSS$POWDJ with -BASE, negate result
0000 96 : BASE < 0, EXP not integer Error: illegal argument in LOG.
0000 97 :
0000 98 : CALLING SEQUENCE:
0000 99 :
0000 100 : CALL result.wd.v = BAS$POWDR (base.rd.v, exponent.rf.v)
0000 101 :
0000 102 : INPUT PARAMETERS:
0000 103 :
00000004 0000 104 : base = 4
0000000C 0000 105 : exponent = 12
0000 106 :
0000 107 : IMPLICIT INPUTS:
0000 108 :
0000 109 : NONE
0000 110 :
0000 111 : OUTPUT PARAMETERS:
0000 112 :
0000 113 : NONE
0000 114 :
0000 115 : IMPLICIT OUTPUTS:
0000 116 :
0000 117 : NONE
0000 118 :
0000 119 : FUNCTION VALUE:
0000 120 : COMPLETION CODES:
0000 121 :
0000 122 : double result of exponentiation
0000 123 :
0000 124 : SIDE EFFECTS:
0000 125 :
0000 126 : Will signal Divide By Zero or Illegal argument in LOG if its
0000 127 : arguments are bad, and OTSS$POWDR and OTSS$POWDJ may also signal.
0000 128 :
0000 129 : --
0000 130 :
0000 131 BAS$POWDR:: .MASK OTSS$POWDR ; Entry point
0002 132 ; Since this routine uses no
0002 133 ; registers and usually transfers
0002 134 ; control to OTSS$POWDR, we copy
0002 135 ; its register save mask and then
0002 136 ; JMP past its save mask and only
0002 137 ; save the registers once
04 AC 73 0002 138 TSTD base(AP)
06 15 0005 139 BLEQ 1$ ; Test base relationship to zero
; If base leq 0, do case analysis

```

```

00000002'GF 17 0007 140          JMP      G^OTSS$POWDR+2          ; Transfer control to the OTSS
000D 141          ; routine to do exponentiation
000D 142          ;+
000D 143          ; Come here if the base is less than or equal to zero. We must filter
000D 144          ; several special cases, as described above.
000D 145          ;-
50 50 08 00 0C 2E 13 000D 146 1$: BEQL 4$          ; Branch if base = 0
000F 147          EMOVF exponent(AP), #0, #1, R0, R0
1A 12 0016 148          BNEQ 3$          ; Branch if exponent is not integer
0018 149          ;+
0018 150          ; The base is less than zero and the exponent is an integer.
0018 151          ; BASIC defines this as working the same way as if an integer was
0018 152          ; in the expression (making a floating variable which happens to
0018 153          ; contain an integer value equivalent to an integer variable).
0018 154          ;-
50 0C AC 4A 0018 155          CVTFL exponent(AP), R0          ; Convert exponent to integer
50 DD 001C 156          PUSHL R0          ; Save for even/odd test
50 DD 001E 157          PUSHL R0          ; Stack as parameter to OTSS$POWDJ
7E 04 AC 72 0020 158          MNEGD base(AP), -(SP)          ; Stack -base also
00000000'GF 03 FB 0024 159          CALLS #3, G^OTSS$POWDJ          ; Call integer power routines
03 8E E9 002B 160          BLBC (SP)+, 2$          ; Branch if exponent even
50 50 72 002E 161          MNEGD R0, R0          ; Exponent odd, negate the result
04 0031 162 2$: RET          ; and return with it.
0032 163          ;+
0032 164          ; Come here if the base is less than zero but the exponent is not
0032 165          ; an integer. BASIC defines this as an error.
0032 166          ;-
7E 00'8F 9A 0032 167 3$: MOVZBL #BAS$K_ILLARGLOG, -(SP) ; Illegal Argument in LOG
00000000'GF 01 FB 0036 168          CALLS #1, G^BAS$$STOP          ; Never return.
003D 169          ;+
003D 170          ; Come here if the base is equal to zero. The value we return depends
003D 171          ; upon the sign of the exponent.
003D 172          ;-
0C AC 53 003D 173 4$: TSTF exponent(AP)          ; Test the exponent against zero
09 19 0040 174          BLSS 6$          ; Branch if exponent lss 0
03 13 0042 175          BEQL 5$          ; Branch if exponent is 0
0044 176          ;+
0044 177          ; Come here if the base is zero and the exponent is greater than zero.
0044 178          ; BASIC defines this as 0.0.
0044 179          ;-
50 7C 0044 180          CLRD R0          ; R0, R1 = 0.0
04 0046 181          RET          ; Return to caller
0047 182          ;+
0047 183          ; Come here if the base is zero and the exponent is zero. BASIC defines
0047 184          ; this as 1.0.
0047 185          ;-
50 08 70 0047 186 5$: MOVD #1, R0          ; R0, R1 = 1.0
04 004A 187          RET          ; Return to caller.
004B 188          ;+
004B 189          ; Come here if the base is zero and the exponent is less than zero.
004B 190          ; BASIC defines this as an error.
004B 191          ;-
7E 00'8F 9A 004B 192 6$: MOVZBL #BAS$K_DIVBY_ZER, -(SP) ; Divide by zero
00000000'GF 01 FB 004F 193          CALLS #1, G^BAS$$STOP          ; Report error, never return.
0056 194          ;
0056 195          .END

```

```

BAS$$STOP ***** X 00
BAS$K_DIVBY_ZER ***** X 00
BAS$K_I_L_LARGLOG ***** X 00
BAS$POWDR 00000000 RG 01
BASE = 00000004
EXPONENT = 0000000C
OT$$POWDR ***** X 00
OT$$POWDR ***** X 00
    
```

-----  
 ! Psect synopsis !  
 -----

PSECT name	Allocation	PSECT No.	Attributes
. ABS	00000000 ( 0.)	00 ( 0.)	NOPIC USR CON ABS LCL NOSHR NOEXE NORD NOWRT NOVEC BYTE
_BAS\$CODE	00000056 ( 86.)	01 ( 1.)	PIC USR CON REL LCL SHR EXE RD NOWRT NOVEC LONG

-----  
 ! Performance indicators !  
 -----

Phase	Page faults	CPU Time	Elapsed Time
Initialization	29	00:00:00.07	00:00:00.40
Command processing	104	00:00:00.43	00:00:01.94
Pass 1	72	00:00:00.46	00:00:01.45
Symbol table sort	0	00:00:00.01	00:00:00.01
Pass 2	47	00:00:00.38	00:00:01.08
Symbol table output	3	00:00:00.01	00:00:00.01
Psect synopsis output	2	00:00:00.02	00:00:00.07
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	259	00:00:01.39	00:00:04.96

The working set limit was 900 pages.  
 2216 bytes (5 pages) of virtual memory were used to buffer the intermediate code.  
 There were 10 pages of symbol table space allocated to hold 8 non-local and 6 local symbols.  
 195 source lines were read in Pass 1, producing 8 object records in Pass 2.  
 0 pages of virtual memory were used to define 0 macros.

-----  
 ! Macro library statistics !  
 -----

Macro library name	Macros defined
_\$255\$DUA28:[SYSLIB]STARLET.MLB;2	0

0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/DISABLE=(GLOBAL,TRACEBACK)/LIS=LIS\$:BASPOWDR/OBJ=OBJ\$:BASPOWDR MSRC\$:BASPOWDR/UPDATE=(ENH\$:BASPOWDR)



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